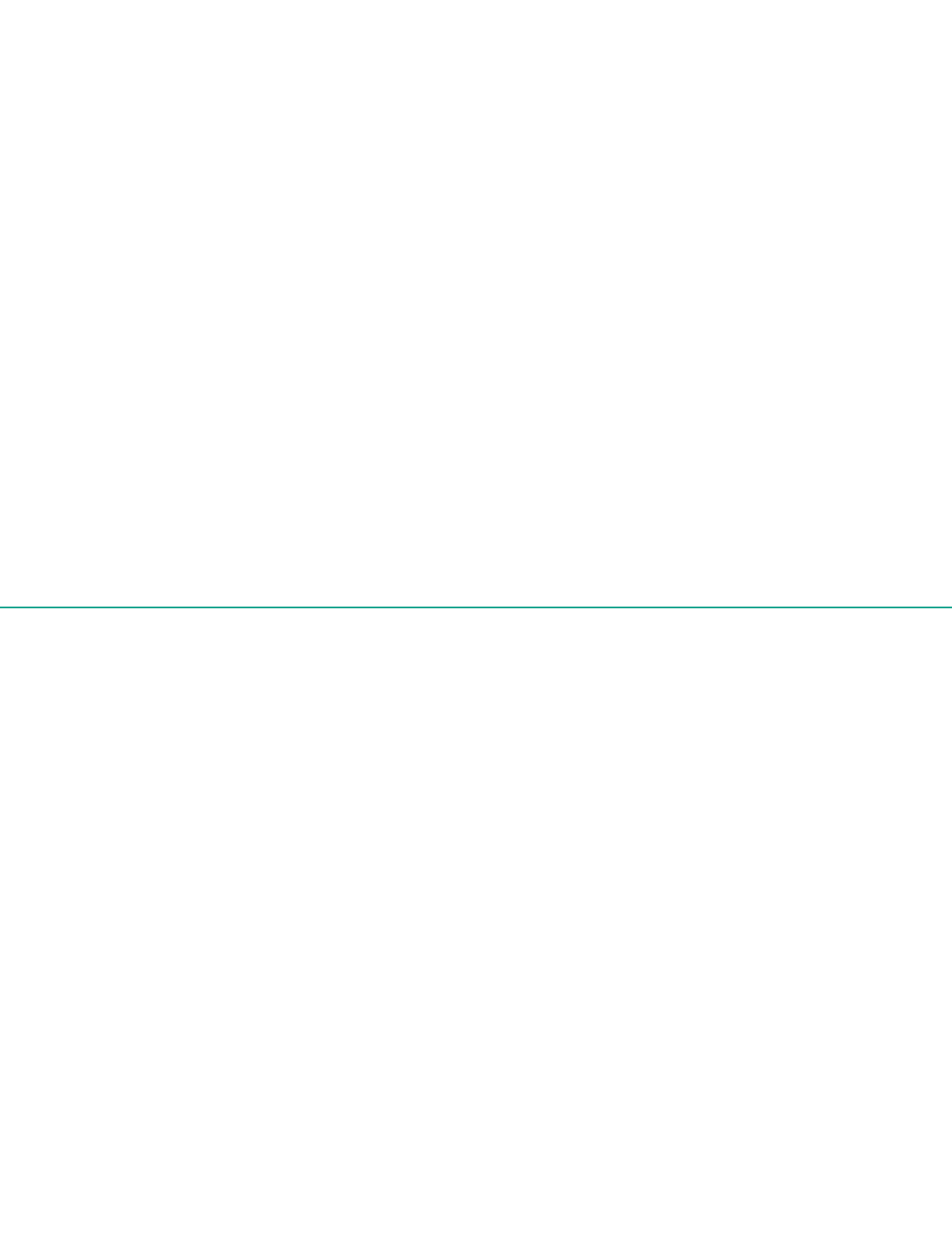




ART DEPARTMENT// STUDENT HANDBOOK





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GRAPHIC

DESIGN

PAINTING

ART

DRAWING

STUDIO

PRINTMAKING

SCULPTURE

CERAMICS

GALLERY

ART DEPARTMENT

WELCOME TO THE
UW-PARKSIDE
ART DEPARTMENT

Home of two majors and two minors:
Art and Graphic Design.

Here, all majors and minors are trained
to be artists (not simply technicians)
skilled in various techniques, media,
and problem solving skills,
regardless of discipline.

ARTIST DEFINITION

1. One, such as a painter, sculptor, or writer, who is able by virtue of imagination and talent or skill to create works of aesthetic value, especially in the fine arts.

2. A person whose work shows exceptional creative ability or skill.

But Artists aren't just makers, they are thinkers too! Artists are expected to use art as a means of communication for personal, commercial, conceptual, or thematic ideas.

Here at UW-P, Art and Graphic Design students are educated in the many facets of Art, from the craft of making, to inventing, to experimenting, to conceptualizing, to independent thinking, to learning the history of art and how it applies to today's art world. . . and that is just the start!



MAJORS AND BASIC REQUIREMENTS

There are two different majors available to students. Choose which one you want from the following and complete an official “Program Declaration” form to enter the major.

ART MAJOR

47-50 credits

(must have a 2.5 in the major to earn this degree)

This consists of the Art Core + Senior Critique Seminar.

ART MAJOR WITH A STUDIO ART CONCENTRATION

64-69 credits

(must have a 2.75 major GPA to earn this degree.) This consists of the Art Core + 19 credit concentration.

GRAPHIC DESIGN MAJOR

67-70 credits

(must have a 2.75 major GPA to earn this degree.)

This consists of the Art Core + 21 credits of Graphic Design coursework.

Please refer to the UW-Parkside 2013-2015 course catalog for full listing of required classes for each major and track. A brief summary of required coursework can be found on pages 23-29 of this handbook.

DEPARTMENT OVERVIEW

The Art Department at the University of Wisconsin-Parkside offers bachelor of arts degrees with majors in art and graphic design. These emphasize a thorough background in the visual arts with well-rounded experiences in both 2-D and 3-D mediums, as well as in art history and visual culture.

Art students work in well-equipped, new spacious studios with a faculty seriously committed to quality teaching as well as to production, exhibition, and publication in their own areas of professional specialization. To complement the studio work, art history course offerings cover issues from prehistory to contemporary art to visual culture. Exhibits in the three modern art galleries located in the Rita Tallent Picken Regional Center for Arts and Humanities, as well as lectures and workshops by visiting exhibiting artists, complement the studio and classroom experience. Upon graduation, art majors may continue professionally in quality graduate programs or enter one of many career options. There are also minors in graphic design and art, as well as certificates in art history, museum studies, and design*

*The Design Certificate will become available beginning Spring 2015 and is only available to students not majoring in Graphic Design.

CAREER POSSIBILITIES FOR ART AND GRAPHIC DESIGN MAJORS:

Graphic designer, production designer, package designer, web designer, animator, illustrator, typographer, art historian, museum or gallery professional, art conservator, arts administrator, architect, freelance artist, studio artist, and public and private school art teacher. The major also prepares students for graduate studies and careers that require creative problem solving.

STUDENT ORGANIZATIONS/CLUBS:

The Art Club (also known as ACE) is the very active student organization that encourages a variety of student-directed events. During the school year it hosts several "Artist to Artists" lectures and demos, as well as a campus-wide juried student exhibition. For more information on ACE/Art Club, please see the Art Department's blog at <http://uwpart.wordpress.com/>



ART CORE

ART CORE DEFINITION:

1. The “Meat” of the majors in UW-P’s Art Department.
2. The art core is a sampling of classes across mediums and disciplines to provide basic artistic proficiency and academic understanding. The core gives you skillz, chops, the goods, whatever you want to call it. It will provide you a strong foundation from which you may propel your own studio practice, if that’s your goal.

TIPS WHILE YOU ARE “ART CORING”

MIX IT UP

Choose different courses or mediums within a given experience requirement. For example, while students can take both beginning and intermediate painting to satisfy their “2D experience” requirement, we think broadening one’s experience into other mediums is always good practice, particularly at the core level. In essence, it exposes you to more tools and possibilities—and those are valuable to every artist.

KICK SOME ASS

Approach your assignments, even those at the foundation level, with a sense of pride and purpose. While you may be more interested in creating manga look-a-likes or high fashion websites in your future career, you never know when the skills you learned in [insert here the name of that studio class you hated] will prove super handy. And we’re not just talking technical skills either. Having a portfolio comprised of quality samples across media, styles, and disciplines is beneficial when entering the job market or applying for graduate school.

PLAY THE FIELD

Take the core concurrently with other required courses, like your Gen Eds. This way you’ll progress steadily though the major and degree simultaneously. Why? Because most classes in the Art Department are studio-type courses and studio-type courses each run about 5 hours a week. Add to that all the extra time it takes to finish your projects outside of class and it can be intense. The Art Department recommends that our students take no more than 3 studio-type courses in a given semester.

GRAPHIC

DESIGN

PAINTING

ART

DRAWING

STUDIO

PRINTMAKING

SCULPTURE

CERAMICS

GALLERY



EARNING YOUR DEGREE

DEGREE OFFERED:
Bachelor of Arts

MAJORS OFFERED:
Art, Graphic Design

ASSOCIATE PROFESSORS:
Lisa Marie Barber, M.F.A. (Chair); Trenton Baylor, M.F.A

ASSISTANT PROFESSORS:
Kristen Bartel, M.F.A.; Tom Berenz, M.F.A.; Doug Singsen, Ph.D.;
Paula Swisher, M.F.A.; Carey Watters, M.F.A.

The major also prepares students for graduate studies and careers that require creative problem solving.

It's important to note that while the Art Department has two majors, there is only one degree:
Bachelors of Art

To earn this degree, you not only need to complete the required coursework in your given major, you also must complete the University's requirements. Here's the lowdown.



“Ian”

Katie Gentner

Art major with 2D Concentration

Class of 2015

DEGREE REQUIREMENTS

“WHAT DO I NEED TO COMPLETE TO EARN MY BA?”

Completion of your Major
(47-70 credits)

Completion of the General
Education Requirements
(36 credits)

Completion of the Skills Requirements
(Math 102 or 111 & English 101)
*These should be completed before
you've earned 60 credits at UW-P
(6 credits)*

Completion of the Foreign
Language Requirement
*(credits vary and can be
satisfied in high school.)*

Completion of the Ethnic
Diversity Requirement
(3 credits)

Completion of 36 credits at the Upper
Division level (upper division = 300 and
400 level classes). Your Art or Graphic
Design major requirements have at least
15 of these upper division credits
built in, and these count.

Completion of 120 total credits where
all of the above are included, and all
GPA requirements are met.

To keep your degree progress on track,
keep a checklist of your completed
requirements and meet with your
department advisor at least once a
semester during the university's
advising period.

Advising Period? When is that?

Answer: About 2/3rds into the
semester. You should receive an email
from the Advising Center, the Registrar,
and/or the Art Department letting
you know it's time to make an
advising appointment.

ADVISING TIPS

OTHER STUFF TO KNOW ABOUT ADVISING & YOUR DEGREE PROGRESS:

Make sure that you are officially in the major; if not, fill out an Art Program Declaration form and turn it into the Art Office, CART 285.

Be on the ball. Know what you need to take and WHEN it is offered. (Some courses aren't offered every semester.)

Keep any paperwork that is given to you by the Admissions Office, the Advising Center, the Art Department chairperson, and your advisor. This is your paper trail. Always keep it safe and handy in case you need it to “refresh” the university’s memory—or yours!

Transfer student? All students earning an Art major without a concentration must complete a minimum of 15 credits within the major at UW-P; if you're seeking to earn an Art major with concentration or the Graphic Design major, you need to complete a minimum of 21 credits within those majors at UW-P. Also note limitations in how many credits you're actually allowed to transfer into UW-P. (*This information is available from the Admissions office and the University's course catalog.*)

The catalog year in which you declared your major is the catalog year that applies to you. Any requirements stated in that year's catalog are the rules that apply to you.

Questions about your financial aid? Go to the Financial Aid office for assistance.

Meet with your advisor during the semester. (Remember there is a university-wide advising period dedicated specifically for this--again, this is about 2/3rds into the semester.) Also remember that faculty are often away during long holiday breaks and they are not paid to work in the summer. (That's right, 3 months, no pay.) That means that when they are off in the summer, they really are off.



GRAPHIC
DESIGN
PAINTING
DRAWING
STUDIO
PRINTMAKING
SCULPTURE
CERAMICS
GALLERY



DEPARTMENT MAJORS

GRAPHIC DESIGN

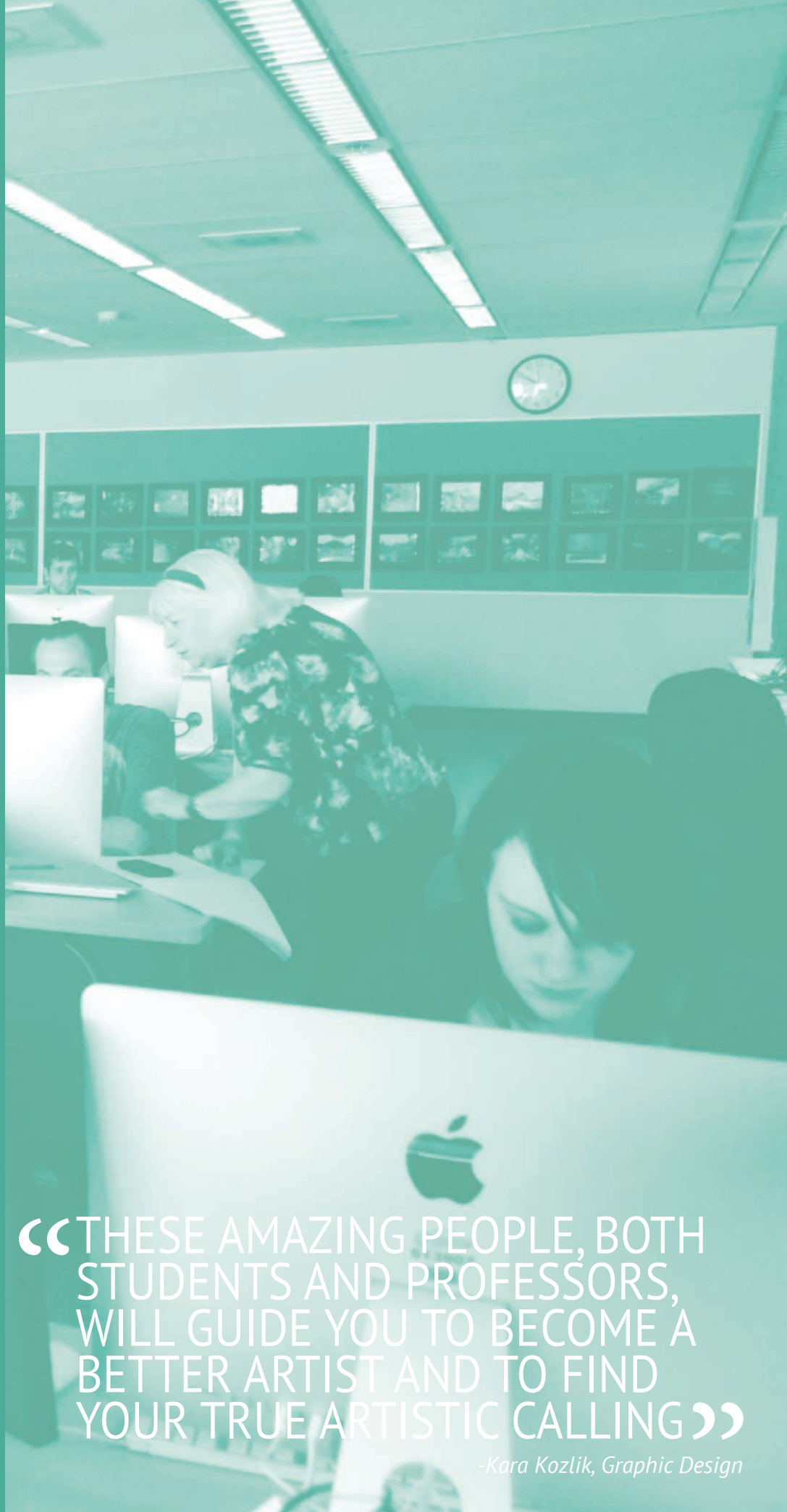
REQUIREMENTS FOR THE GRAPHIC DESIGN MAJOR

(67-70 Credits)

The graphic design major includes the art core curriculum as well as courses in specialized areas pertinent to the commercial graphic design industry. In all, the major provides a holistic curriculum that offers diverse approaches to visual language.

The emphasis of this curriculum is one that focuses on the designer as artist and not simply as a technician. Meaning, we don't just teach you software applications. In addition, students in the major have opportunities to work with regionally-based clients within the classroom setting. This provides a sample of real-world experiences similar to those in the career field while still maintaining the mentorship of professional instructors.

All graphic design majors must maintain a minimum 2.75 grade point average in the major to remain in the program.



“THESE AMAZING PEOPLE, BOTH STUDENTS AND PROFESSORS, WILL GUIDE YOU TO BECOME A BETTER ARTIST AND TO FIND YOUR TRUE ARTISTIC CALLING”

-Kara Kozlik, Graphic Design

Interview with Kara Kozlik, a Graphic Design Student, about her experience with UW-P's Art Department.

How would you describe the UW-P Art Department?

I would describe the UW-P Art Department as a colorful program with a lot of friendly, encouraging, and diverse people. These amazing people, both students and professors, will guide you to become a better artist and to find your true artistic calling.

How well did UW-P Art Department prepare you for real life career opportunities?

I feel the UW-P Art Department prepares its students well for real-life careers. There are classes that juniors and seniors take called Professional Practice and Senior Critique Seminar where students create résumés, cover letters, and artist statements; and these classes discuss how to properly analyze and talk about your work as well as others' work. For Graphic Designers, there is Design Portfolio in which you prepare your student portfolio to look professional and presentable for future career opportunities. Senior Studio is a class taken by 2D or 3D studio concentration majors where the students create a body of work for their Senior Exhibition that they curate and install. Another major plus is you can always ask your advisor for information about on-campus career fairs.

Are you more open to new trends/ideas in art?

If you aren't already open to new trends or ideas in art then you will definitely change that here at UW-P. It's unavoidable. You will be constantly interacting with your classmates and professors, which will continually change your ideas and help you grow as an artist. You will learn the history and basics of art, but you will also develop a fresher perspective of what you already know.

Do you explore more opportunities in art?

I do explore more opportunities in art. The three art galleries we have here on campus often hold exhibitions featuring students' work such as the Juried Student Art Exhibition sponsored by ACE (art club). There are also many galleries in the area looking for art submissions; it doesn't matter if you are a student as long as the work looks professional. There are always internships in the area if you aren't the type of artist to submit your work to shows.

What made you choose the UW-P's Art Department programs?

For being a part of the UW system, UW-P has one of the best art programs. The class sizes are small so that you really get to know everyone in your major as well as the professors. This is extremely helpful for signing up for classes and/or if you need extra help with your coursework. Our art studios are spacious and well-equipped. Plus UW-P is right next to a park, therefore a lot of fresh air and inspiration.



STUDIO ART

To gain increased experience in studio art areas, students may select a concentration in either: 2D studio art, 3D studio art, or interdisciplinary art. All three concentrations consist of an additional art history course, the exhibition capstone, and an additional 12 credits of studio coursework related to the chosen concentration. A minimum 2.75 GPA is required to enter and exit the concentration.

Students wishing to have a more general studio art experience would select the Art Major without a concentration.



“ I RESPECT ALL FORMS OF ART. I TRY TO UNDERSTAND WHY THE ARTIST CREATED SOMETHING THE WAY THEY DID. I THINK ABOUT WHAT MAKES IT GREAT AND WHAT I WOULD HAVE DONE IN THAT SAME SITUATION. ”

-Luke Ekstowicz, class of 2015

STUDENT SPOTLIGHT

Interview with Luke Ekstowicz, class of 2015, about how the Art Department has helped him grow as an artist and excel in many different forms of art.

How would you describe the UW-P Art Department?

I would describe the art department as a very helpful and honest set of individuals who really take pride in their discipline. Any questions or issues I've had, they've been able to help me or steer me in the right direction.

How well did UW-P Art Department prepare you for real life career opportunities?

It has allowed me to create brand identity for myself and has given me the professionalism that I need. It has shown me that it's not just your work that gets you far but also building relationships with people as well.

Are you more open to new trends/ideas in the art world?

Yes, I respect all forms of art, and I try to understand why the artists created something the way they did when new trends or ideas are presented. I try to think about what makes it great and how I would do it different.

Do you explore more opportunities in art?

Parkside has given me the opportunity to take classes such as printmaking, painting, and ceramics so I can use them at my disposal and not be secluded to just graphic design which is my major. It also has made me more interested in attending shows and exhibitions knowing that I can make a possible connection with other artists and possibly collaborate or learn something from them in the future.

Are you more active in studio/concentrations and/or continuing to exhibit your art?

Yes, I now realize the benefits that can come from exhibiting work or even participating in a show.

What made you choose the UW-P's Art Department programs?

I've always heard they had a good art department and it was close to home. Also smaller classes allow for more one-on-one time with the professors. A win-win situation.

What was one experience you had with UW-P's Art Department that changed you or your view on the art world?

I've always loved art but after taking multiple art classes in different disciplines I know the amount of time that is spent on just a logo or just a simple book layout. When you're a child you don't stop and think, "Someone was behind a computer somewhere spending time on that."

How has UW-P Art Department taught you to utilize your creative process to become more professional?

It has taught me to think outside the box on many things and add color and excitement to the dull and dry things in life.





CURRICULUM GUIDES

CORE CURRICULUM

Foundation Courses (12 Credits)

| | |
|--|-----|
| ART 102 Introduction to 2-D Design..... | 3cr |
| ART 103 Introduction to 3-D Design..... | 3cr |
| ART 104 Introduction to Digital Art..... | 3cr |
| ART 122 Intorduction to Drawing..... | 3cr |

Art History Survey (6 Credits)

| | |
|--|-----|
| ART 125 Ancient and Midieval Art..... | 3cr |
| ART 126 Renaissance to Modern Art..... | 3cr |

Developmental Drawing (3 Credits)

Choose one from the following (Note: Each course can only count toward one requirement.)

| | |
|-------------------------------------|-----|
| ART 331 Life Drawing..... | 3cr |
| ART 322 Intermediate Drawing..... | 3cr |
| ART 330 Focused Drawing Topics..... | 3cr |

2D Experience (6 Credits)

Choose two from the following (Note: Each course can only count toward one requirement.)

| | |
|--|-----|
| ART 251/351 Beg/Int Printmaking..... | 3cr |
| ART 282/382 Beg/Int Painting..... | 3cr |
| ART 288/388/488 Topics in 2D studio..... | 3cr |
| ART 330/430 Focused Drawing Topics..... | 3cr |
| ART 322/422 Int/Adv Drawing..... | 3cr |
| ART 331 Life Drawing..... | 3cr |
| ART 431 Figure Studio..... | 3cr |

3D Experience (6 Credits)

Choose two from the following (Note: Each course can only count toward one requirement.)

| | |
|---|-----|
| ART 202/302 Beg/Int Fibers and Textiles..... | 3cr |
| ART 203/303 Beg/Int Ceramics..... | 3cr |
| ART 223/323 Beg/Int Art Metals..... | 3cr |
| ART 236/336 Beg/Int Sculpture..... | 3cr |
| ART 238/338 Beg/Int Woodworking & Furniture Design..... | 3cr |
| ART 289/389 /489 Special Topics in 3D Studio..... | 3cr |

Graphic Design Experience (3 Credits)

Choose one from the following:

| | |
|---|-----|
| ART 271/371 Digital Photography..... | 3cr |
| ART 274 Typography I (*Required for GD Majors)..... | 3cr |
| ART 287/387 Topics in Graphic Design..... | 3cr |

Upper Division Art History (2 Courses)

Choose two from the following:

| | |
|---|-----|
| ART 343 Modern Art..... | 3cr |
| ART 345 Contemporary Art..... | 3cr |
| ART 385 Visual Culture..... | 3cr |
| ART 386 Field Studies in Art and Visual Culture..... | 2cr |
| ART 391/491 Special Topics in Art History..... | 3cr |
| ART 395/495 Topics in Art History, Writing Intensive..... | 4cr |
| SOCA 315 Anthropology of Non-Western Art..... | 3cr |
| ENG 358 Film Genres..... | 3cr |

Professional Practice

(Junior Standing – take your Junior year)

| | |
|------------------------------------|-----|
| ART 392 Professional Practice..... | 2cr |
|------------------------------------|-----|

Upper Division Studio Courses (3 Credits)

*Choose from any (so long as you have the pre-req.).....*3cr

Every major in the Art Department takes the Core Curriculum.

In addition to the Core Curriculum, choose one of the three tracks: Art Major, Art Major with a Concentration, or Graphic Design.



MAJORS AND CONCENTRATIONS

ART MAJOR

47-50 Credits*

You must have a 2.5 GPA in the Art program to graduate with this version of the major.

Core Curriculum

(46-49 credits)

-PLUS-

Senior Capstone (1 Credit)

ART 497 Senior Critique Seminar.....1cr

This major is recommended for students who wish to graduate within 4 years and gain a more general art experience.

**Please note that students seeking this degree will need to take additional coursework to achieve the 120 credits (and 36 upper division credits) required by the university. This additional coursework can be in the form of electives or by adding a minor in a different program.*



ART MAJOR WITH CONCENTRATION

64-69 Credits

You must have a 2.75 GPA in the Art program to declare and graduate with a concentration.

Core Curriculum (46-49 credits)

-PLUS-

Concentration Coursework (18-20 credits)

Additional Upper Division Art History

(1 Course) Choose from any listed on the previous page but note each course taken can only fulfill one requirement.

CONCENTRATIONS:

Choose one from the three concentrations

(12 credits, 9 credits must be upper division)

Note: Courses used to complete core requirements cannot be used toward your concentration; each course can only fulfill one requirement.

2D Studio Art Concentration

Choose four courses from the following 2D courses; three courses must be at the upper division level.

| | |
|---|-----|
| ART 251/351/451 Printmaking..... | 3cr |
| ART 271/371/471 Digital Photography..... | 3cr |
| ART 282/382/482 Painting..... | 3cr |
| ART 288/388/488 Topics in 2D Studio..... | 3cr |
| ART 330/430 Focused Drawing Topics..... | 3cr |
| ART 322/422 Int/Adv Drawing..... | 3cr |
| ART 331/431 Life Drawing/Figure Studio..... | 3cr |
| ART 399/499 Independent Study..... | 3cr |

3D Studio Art Concentration

Choose four courses from the following 3D courses; three courses must be at the upper division level.

| | |
|---|-----|
| ART 202/302/402 Fibers and Textiles..... | 3cr |
| ART 203/303/403 Ceramics..... | 3cr |
| ART 223/323/ 432 Art Metals..... | 3cr |
| ART 236/336/436 Sculpture..... | 3cr |
| ART 238/338 /438 Woodworking & Furniture Design..... | 3cr |
| ART 289/389/489 Special Topics in 3D Studio..... | 3cr |
| ART 399/499 Independent Study..... | 3cr |

Interdisciplinary Studio Art Concentration

Choose four courses from any of the 2D or 3D courses listed above; three courses must be at the upper division level.

Senior Capstone

Take these courses your final semester. You must have a 2.75 GPA in the concentration and major to earn this degree

| | |
|----------------------------|-----|
| ART 493 Senior Studio..... | 4cr |
|----------------------------|-----|

GRAPHIC DESIGN MAJOR

67-70 Credits

You must have a 2.75 GPA in the Art program to graduate with this major. Note that Typography I is required to proceed in this major; take during your art core.

Core Curriculum (46-49 credits)

-PLUS-

Graphic Design Coursework (21 credits)

Because of professional trends in the field, the department now recognizes the area of web design and graphic design as linked. Students can select their coursework to intergrate web design per their interests.

Graphic Design Foundations (6 credits)

| | |
|-------------------------------|-----|
| ART 372 Graphic Design I..... | 3cr |
| ART 374 Typography II..... | 3cr |

Graphic Design Coursework

(9 credits) Choose three courses from the following. Note: each course can only count toward one requirement.

| | |
|---|-----|
| ART 472 Graphic Design II..... | 3cr |
| ART 287/387 Topics in Graphic Design..... | 3cr |
| ART 377 Web Design I..... | 3cr |
| ART 477 Web Design II..... | 3cr |

Additional Course in Design or Digital Media

(3 Credits) Choose one course from the following. Note: each course can only count toward one requirement.

| | |
|--|-----|
| ART 472 Graphic Design II..... | 3cr |
| ART 287/387 Topics in Grapic Design..... | 3cr |
| ART 377 Web Design I..... | 3cr |
| ART 477 Web Design II..... | 3cr |
| ART 271/371/471 Digital Photography..... | 3cr |
| ART 364 Digital Video..... | 3cr |
| ART 399/499 Independent Study..... | 3cr |
| ART 494 Art Internship** | 3cr |

Senior Capstone (3 credits)

| | |
|--------------------------------|-----|
| ART 487 Design Portfolio | 3cr |
|--------------------------------|-----|

**Art internships used for Graphic Design credit require special permission and are competitive. While securing an intership is recommended and beneficial, only certain ones approved by the department can be used for degree credit.

DEGREE CHECKLIST

Use this checklist as a guide to keep track of what classes you take. You can cut it out to keep on hand or leave it intact for easy reference. Either way, write in what classes you are taking and check them off when you complete them. Remember, each course can only fulfill one requirement.

You can also take this checklist into your advising meeting to help plan each semester's coursework.

Remember, everyone takes the core curriculum.

CORE CURRICULUM (46-49 Credits)

Foundation Courses (18 credits)

- ART 102, ART 103, ART 104, ART 122, ART 125, ART 126

Developmental Drawing (3 credits)

- _____

Two Dimensional Experience (6 credits)

- _____

Three Dimensional Experience (6 credits)

- _____

Graphic Design Experience (3 credits)

- _____ Must be Typography 1 for GD Majors

Upper Division Art History (5-8 credits)

- _____

Professional Practice (2 credits)

- ART 392

Upper Division Elective (3 Credits)

- _____

Horizontal lines for notes on the right side of the page.

ART MAJOR (47-50 Credits)

Core Curriculum (48-49 credits)

- _____

Senior Capstone (1 credit)

- ART 497

GRAPHIC DESIGN MAJOR (67-70 credits)

Core Curriculum (46-49 credits)

- _____

Graphic Design Foundations (6 credits)

- ART 372, ART 374

Graphic Design Coursework (9 credits)

- _____

Additional course in Design or Digital Media (3 credits)

- _____

Senior Capstone (3 credits)

- ART 487

ART MAJOR WITH 2D CONCENTRATION (64-69 credits)

Core Curriculum (48-49 credits)

- _____

Additional Upper Division Art History Course

- _____

2D Studio Art (12 credits, 9 need to be 300 or above)

- _____

Senior Exhibition Capstone (4 credits)

- ART 493

ART MAJOR WITH INTERDISCIPLINARY STUDIO ART CONCENTRATION (64-69 credits)

Core Curriculum (48-49 credits)

- _____

Additional Upper Division Art History Course

- _____

2D or 3D Studio Art (12 credits)

- _____

Senior Exhibition Capstone (4 credits)

- ART 493

ART MAJOR WITH 3D CONCENTRATION (64-69 credits)

Core Curriculum (48-49 credits)

- _____

Additional Upper Division Art History Course

- _____

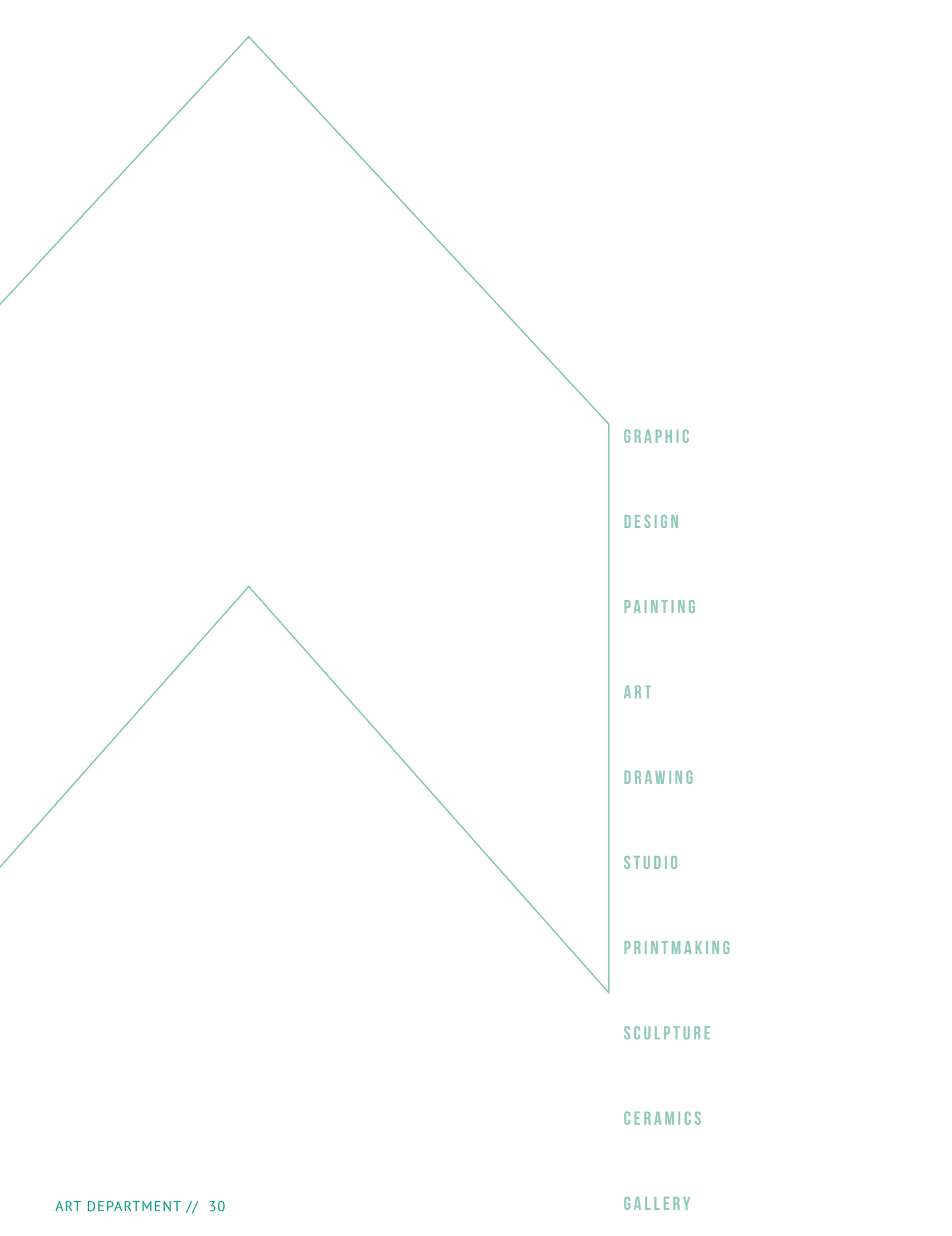
3D Studio Art (12 credits, 9 need to be 300 or above)

- _____

Senior Exhibition Capstone (4 credits)

- ART 493

Cut on the dotted line



GRAPHIC

DESIGN

PAINTING

ART

DRAWING

STUDIO

PRINTMAKING

SCULPTURE

CERAMICS

GALLERY

GAMPPUS RESOURCES

VALUABLE CAMPUS RESOURCES

For more information search the UW-Parkside website at:

www.uwp.edu

WRITING CENTER

PH: 595-2752; WYLL 170

Search: Tutoring

Writing assistance is available free of charge to students in the Ranger Writing Center located in the Learning Assistance office (WYLL 107). Writing assistance is available by appointment. Please call or visit the Ranger Writing Center for more information.

ACADEMIC RESOURCE CENTER

PH: 595-2370; WYLL 107

Search: Academic Resource Center

The Office of Learning Assistance offers tutoring in math and many other general subjects, writing assistance, and academic skills courses. Free consultations in math and general subjects are available in the Parkside Academic Resource Center (PARC) WYLL D180. Monday through Friday and in various off-site locations (i.e., Language, Chemistry, and Anatomy & Physiology Labs and in study group workshops), phone: 262-595-2444. Walk-in help is available for math and off-site tutoring. Free writing consultations are available in the Ranger Writing Center.

DISABILITY SERVICES

PH: 595-2372; Advising and Career Center WYLL D175

Search: disability services

The Office of Disability Services provides academic accommodations to students who have been admitted to the University. Accommodations include, but are not limited to, priority registration, alternative testing, supplemental note takers, alternative print and interpreters. Students must register with Disability Services and provide appropriate documentation. Contact the office for more information or the University's website.

SCHOLARSHIPS

PH: 595-2088; WYLL 3213

Search: scholarships

The Office of Student Scholarships awards up to 200 scholarships annually to degree-seeking students, including new freshman, continuing, non-traditional, International and transfer students. The majority of scholarships are awarded for exceptional achievement as evidenced through grade point, test scores, or the completion of rigorous course work. Some scholarships are awarded by declared major (like Art or Graphic Design) or are based on demonstrated leadership or financial need. Applications are accepted once a year and are due on February 1.

HEALTH SERVICES

PH: 595-2366; Student Health and Counseling Center (SHCC)

Located east of Tallent Hall

Search: student health

Student Health Service is dedicated to preserving and promoting the quality of life for all students. We believe healthy bodies and minds enhance the educational experience. A broad range of confidential primary care services for illness, wellness and preventive care are available. Care provided by a nurse practitioner or registered nurse, is available at no or low cost to enrolled students. Students may be seen on a walk-in or appointment basis. For more information please see the web page www.uwp.edu search: Student Health.

LIBRARY

PH: 595-2360; Wylie Hall – L1 Level

PH: 595-2238; Check out Desk

Search: library

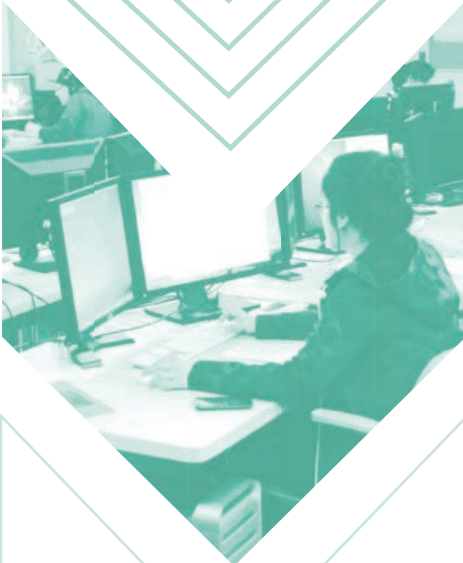
The Library offers access to many e-books, e-journals, and a large number of specialized online databases in addition to books, journals and newspapers. You can search library resources, including the Web itself, via the library's many computers or from your home or dorm room. The library has laptops available for 4-hour checkout and the wireless network allows you to access the Net from a variety of library locations. There is plenty of study space in the library, including group study rooms. If you can't find the material you want, remember that the library will borrow items from other libraries for you. If you need help locating information, be sure to contact the reference desk in person, via email, chat, or texting, where our friendly librarians are waiting to help you.

CAREER CENTER

PH: 595-2452; WYLL D175

Search: advising

The Career Center offers a variety of services and resources designed to assist students in all stages of career development. Students can get assistance with selecting a major and exploring career options. Wisconsin Careers, a computerized career guidance system, is one of the many tools which assist students with matching their interests, skills and values to occupational areas. The Career Center can also assist students with graduate school information, experiential learning opportunities, resume writing, interviewing skills and the job search process. Students are encouraged to visit the Career Center to explore the variety of resources which are available, to attend one of the many workshops and programs offered or to make an individual appointment with a staff member.



QUESTIONS AND ANSWERS

Q: What can you do with a degree in Art?

A: Many things! An Art/Graphic Design degree from UW-Parkside prepares students for careers in graphic design, production design, package design, web design, illustration, typography, art history, museum and gallery professions, art conservation, arts administration, architecture, public art, studio art, and teaching art in various settings. The major also prepares students for graduate studies and non-art related careers that require creative problem solving skills. (Employers always say they want to hire those who “think outside the box”. Good artists work to do that everyday, with every project.)

Q: Can I major in both Art and Graphic Design?

A: Yes, provided that your Art major includes a concentration.

Q: Can the Art Department connect me with an internship?

A: The Art Department can recommend certain listservs or businesses that may provide internships. The UW-P Career Center is also a great place to visit to see if there are any area internships a-cookin’. In all, it is up to you to do the research and the legwork to find an internship if you wish to do one. Additionally, know that the Art Department only allows a small, select group of student secured internships to count toward degree credit under ART 494. Check with the department’s chairperson or “Internship Czar” for more information.

Q: I would really like to get to know more students from across the Art Department. Is there a club I can join or a way to connect with them?

A: Yes! The Art Department has the Art Club (sometimes they give themselves a classier name, like ACE) and there is also the UW-P Art Department Facebook Page. Find it and friend us!

Q: I really like Advanced Printmaking (Art 451) and would like to take it again, but can I? No other Printmaking courses are offered that I haven’t taken.

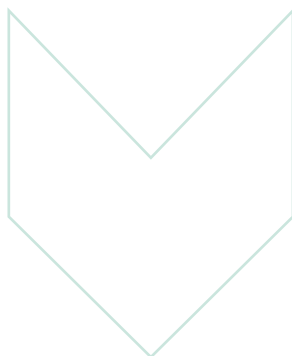
A: Yes, you may repeat certain 400 level Art courses for credit. Please see your advisor and course catalog for details.

Q: I transferred to UW-P from another school and I’m not sure if the Art classes I took at my previous institution transferred in correctly. What should I do?

A: See the department chairperson to make sure that your transfer credits have been articulated correctly. Also note that some art courses need a C+ or higher to transfer in.

Q: Well, it’s true that I have a problem getting to class on time, but I always stay late and come in on the weekend. Can’t that make up for it?

A: Sorry. No is the answer. Attendance in class is mandatory and working outside of class (homework) is expected. One doesn’t take the place of the other.



Q: I'd really like to start exhibiting my artwork. How do I do this?

A: There are opportunities to exhibit your artwork at UW-P, but most are coordinated through the Art Club or through a professor. However, there are always many local, regional, and national opportunities, usually available through application. You may also choose to host your own solo exhibition in your garage, or ask a local coffee shop if you can adorn their walls for a few weeks. If you need some tips on how to do this, ask any of your Art professors. Most likely they've done all of the above.

Q: Who wouldn't like Art and Graphic Design classes? You don't have to read or write anything and you don't need to do math!

A: What are you talking about?! THIS IS COLLEGE!! Art and Graphic Design classes stretch all parts of the mind and include traditional academic skills. In addition, if your instructor assigns readings or provides you with handouts, READ THEM! There was a reason they were given to you in the first place. . .

Q: Critiques are so painfully boring. Why must we be tortured this way?

A: Buck-up Buckaroo! This is the good life! Some of your classmates already realize the many benefits of critiques, which include requiring folks to actually pay attention to your art, and having you practice how to talk about art in a sophisticated and professional way. If you pay attention and participate, you'll find critiques are some of the most valuable learning experiences you can have as an artist.

Q: When I take Life Drawing, Art 331, to fulfill my "Developmental Drawing" requirement, can it also count toward my 2D Experience and/or my extra Upper Division Studio requirement?

A: Umm, No. Good try. Each Art Department course taken can only count toward one requirement in the major or minor. However, you will receive Gen Ed credit for any Art course that is certified as a Gen Ed course. Also, upper division courses will always count toward your university upper division requirements, no matter what, so that's a plus.

Q: I know that attendance is mandatory in all Art Department courses, but my bum manager at Pizza Hut sometimes schedules my work hours right during my woodworking course. Can I count a work related absence as an excused absence?

A: No. Having to miss class for work does not constitute an excused absence. If you ever have an issue or question regarding missing class, discuss it with your professor to see if arrangements can be made. However, know that excused absences typically refer to those absences resulting from sickness or are due to family emergencies. Again, check with your professor for his/her specific policy.

Q: The new UW-P art studios and computer labs are so awesome! After I graduate, can I continue to use them? Ya know, since I'm an alum?

A: UW-P art studios and computer labs are available only to currently enrolled students. However, just because you've graduated, that doesn't mean you can't enroll in any UW-P art classes again. Check with the Art Department chair and the Admissions office to learn the procedure for enrolling in courses as a non-degree seeking student.



DEPARTMENT RULES AND REGULATIONS

Just the facts, Ma'am. . .

Field trips to local and regional art centers may be required as partial fulfillment of any particular art course.

The Art Department reserves the right to retain selected examples of student work completed in studio courses or use photographic images of work for educational, promotional, or exhibition purposes.

Studio fees may be required for certain courses to cover basic materials or related expenses.

The Art Department faculty values the learning experience in the classroom and has specific policies pertaining to absenteeism and classroom conduct. In regard to these policies it is important for students to know that regular attendance in class is mandatory and unexcused absences will affect the student's final grade. Additionally, the Art Department expects its students to present an open, respectful, and professional attitude toward their coursework, facilities, instructors, and peers. Plagiarism in any form is not tolerated.

Courses in the Art Department may be audited only with approval of the instructor.

Please see the current Course Catalog for full explanations and listing of the Art Department's majors, minors, certificates, and policies.





BUT WAIT! THERE'S MORE...

SAFETY

Follow all safety guidelines posted in the studios and presented to you by your professors. Also, put your name on your tools/materials and don't leave valuables unattended.

CLEAN UP

Do it. Every time. No excuse.

SHARE THE SPACE LIKE A SWEETHEART

Make sure your music, smelly toxic paint, excessive talking, etc., aren't bothering your studio mates who also need to use the Art Department studios, computer labs, and spaces.

CHILDREN IN THE STUDIOS

If they're yours or you're in charge of them, make sure they are safely occupying the space and not disturbing your studio mates. If they become a safety concern or are disruptive, you and they will be asked to leave the studio. (It's cool to have them here, so long as it's all cool.)

EMAIL

Use your Ranger Mail and check it a couple times a week—at least! It's the best and easiest way for the Art Department, your professors, and the university to get a hold of you. Remember to be polite when emailing your professors and UW-P staff.

It also helps to sign off with your full name so we know who you are! (000huffa means nothing to us!)

**HATE SPEECH AND
HATEFUL ACTIONS
*NOT TOLERATED!!!***

GRAPHIC
DESIGN
PAINTING
DRAWING
STUDIO
PRINTMAKING
SCULPTURE
CERAMICS
GALLERY
FIGURE STUDY
WEB DESIGN
ARTIST
MASTERPIECE
STILL LIFE
PORTFOLIO



CAMPUS ART FACILITIES

THE UNIVERSITY

Small classes and one-on-one faculty attention have been our hallmark, and continue to be part of an experience that brightens futures. Our student-centric approach means students are never taught by assistants, don't get lost in a crowd, and do get to work side-by-side with faculty dedicated to their success.

We also support students by designing custom-tailored degree programs that meet the needs of today's demanding job market, as well as students' unique curiosities. Combining academic disciplines can energize new pursuits and discoveries, so we encourage students to create the interdisciplinary course program that suits their interests.

Here, on our idyllic campus set on 700 acres of natural Wisconsin prairie and woodland, you'll find energetic students making the most of their higher-education experience. With open spaces like our on-campus disc golf course, a diverse variety of student organizations, and our position as a regional center for the performing arts, Parkside is a community that's easy to call home.

This is Parkside. Real. Amazing.



THE RITA

The Rita Tallent Picken Regional Center for Arts and Humanities is home to all artists at UW-P. The facilities include professional studios that encourage each student's artistic ability. It also includes top of the line labs that are readily available and stocked with materials to ensure each student is well equipped to learn and grow as a professional artist.



GRAPHIC DESIGN LAB

Equipped with state of the art programs and an onsite printing lab, the Design Lab prepares students for real world projects. The lab also provides students with a thriving learning environment, teaching them the skills necessary for future careers.



PAINTING STUDIO

The painting studio is a fun learning environment that is spacious and inspiring.

This large studio allows students to explore different techniques in all types of painting mediums. From portraits to landscapes, the painting studio is equipped to enhance students' love of hands-on artistic skills.



PRINTMAKING AND DRAWING STUDIOS

The Printmaking Studio is a great space that provides each student with the materials to learn many different printing techniques. There are several printing presses in this large studio to ensure that each student can experience a hands on approach to the printing process.

The Drawing Studio is an excellent space where students can explore different drawing mediums with an array of subjects. Still life displays are a great way to introduce a beginner to drawing, whereas studying the human figure via live models, is a challenging way to explore more advanced techniques. UW-Parkside's Art Department offers many different levels of drawing classes and works with each student to achieve their highest potential.

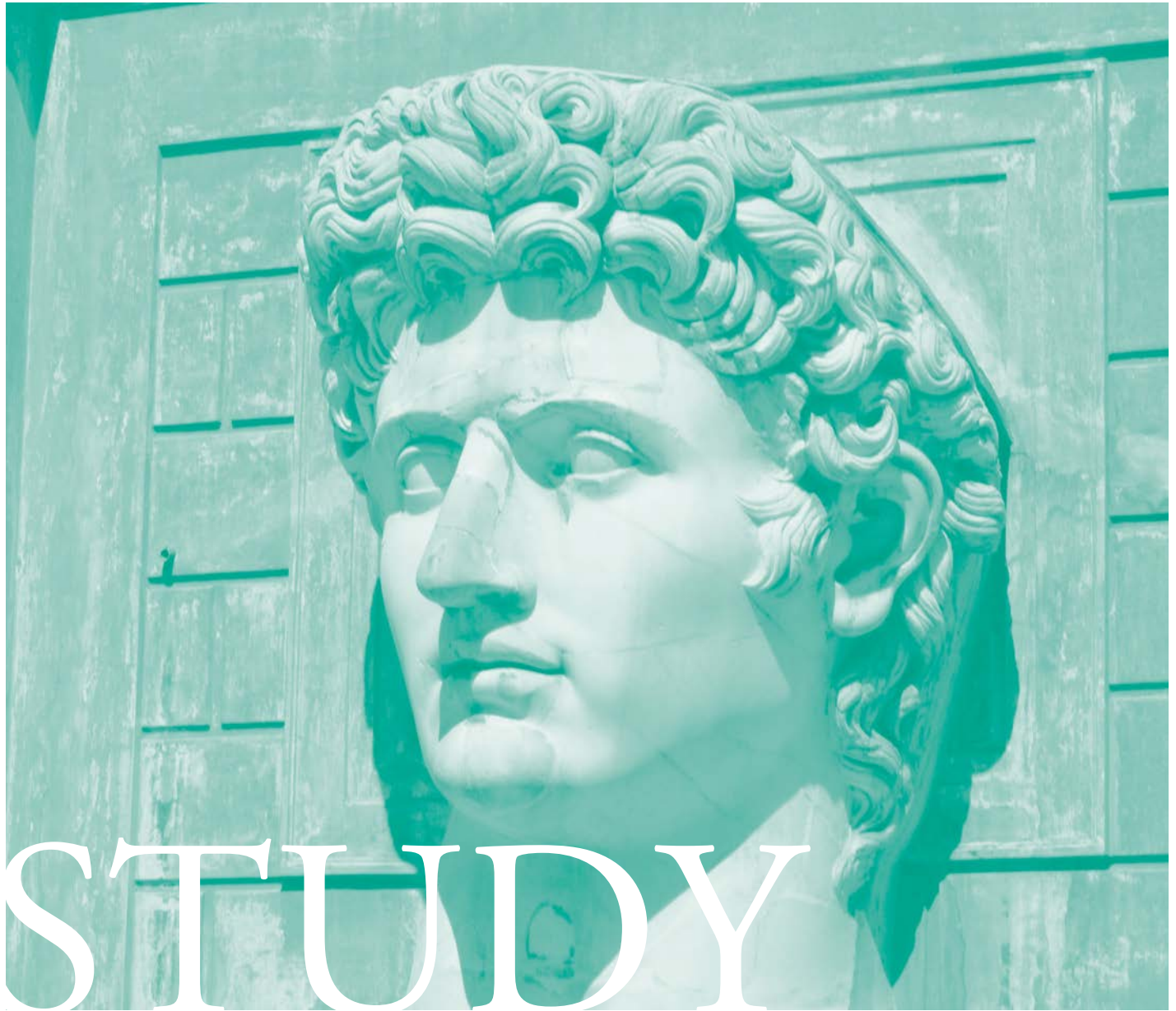


CERAMICS AND SCULPTURE STUDIO

The Ceramics Studio supplies the student with pottery wheels, kilns, hand-building equipment, and ample space to create large scale projects. Students can pursue creating functional or even non-traditional mixed-media sculptural work— it's their choice! This studio allows for endless possibilities.

The sculpture studio houses a complete woodworking facility as well as welding and casting equipment. All levels of furniture design and sculpture are taught here and students learn to use many different materials, including plaster, fiberglass, aluminium, steel, and wood.





STUDY

For more information
contact Prof. Carey Watters
wattersc@uwp.edu
414-364-6388

ABROAD

ART 391: Summer Session

The Art and
Architecture of Italy

This group study abroad tour to Italy will focus on the study of Ancient and Renaissance Art and Architecture in Venice, Florence, Rome, and Naples. Students will be required to attend a combination of museums, archeological sites, and cultural activities led by Professor Carey Watters. The cities that are being visited represent some of the finest examples of art and architecture in the world. During odd years, students will visit the Venice Biennale. In Florence, students will be exposed to the foundation of Renaissance art and architecture. While in Rome, students will tour ancient archeological sights, museums, and churches, as well as experience life as a Roman citizen, both past and present. In Naples, participants will explore the ancient cities of Pompeii and Herculaneum.

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PARKSIDE

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UNIVERSITY OF WISCONSIN

PARKSIDE

CATALOG DESIGN: Melissa Taylor (*class of 2014*)
ART DIRECTOR: Professor Carey Watters
PROJECT MANAGER: Professor Lisa Marie Barber

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sponsors. Their donations helped make this well-
rounded publication possible. It will inform all
current and future ART students at UW-Parkside.

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